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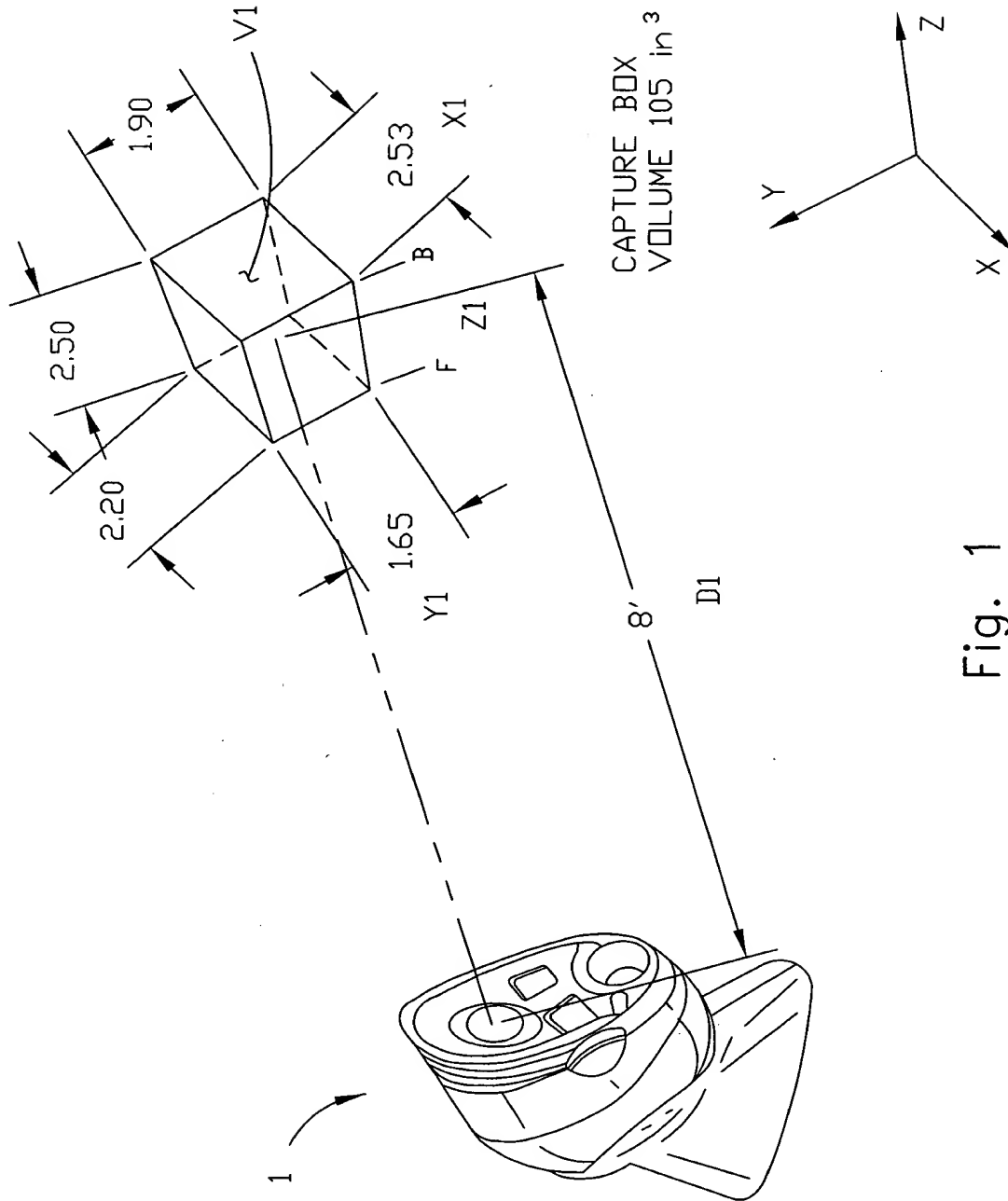


Fig. 1
(prior art)



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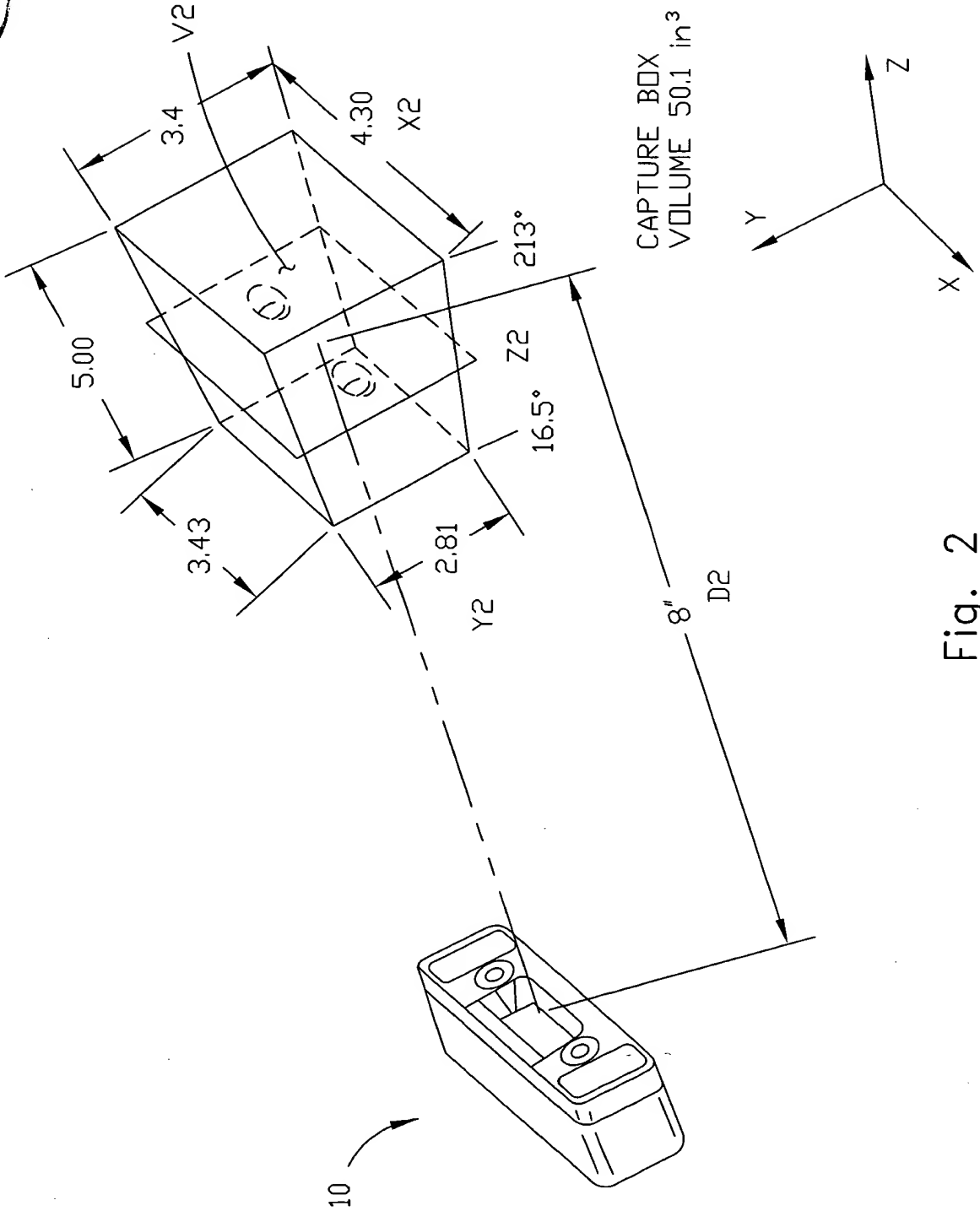


Fig. 2



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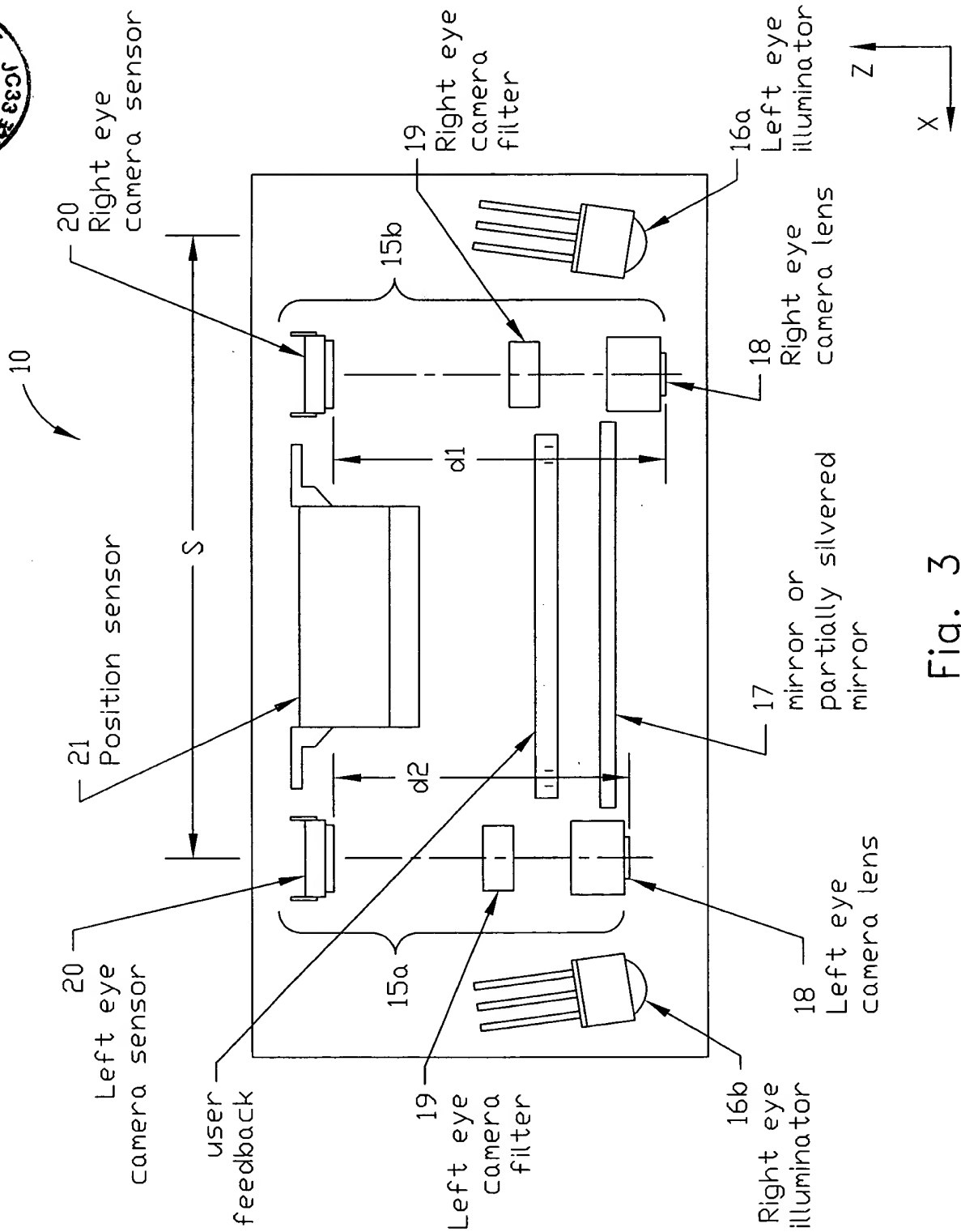


Fig. 3



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Fig. 4A

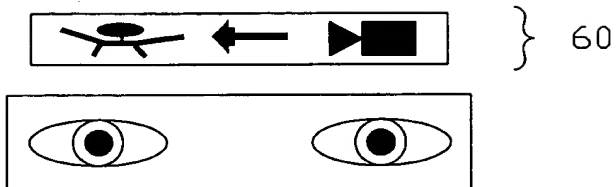


Fig. 4B

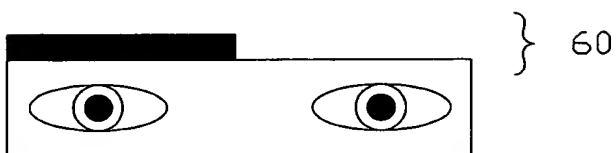


Fig. 4C



Fig. 4D



Fig. 4E

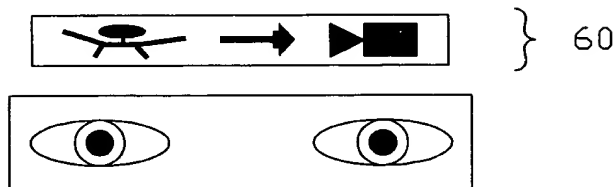




Fig. 4F

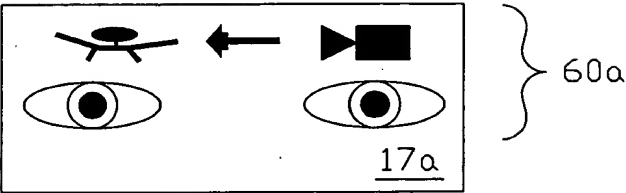


Fig. 4G

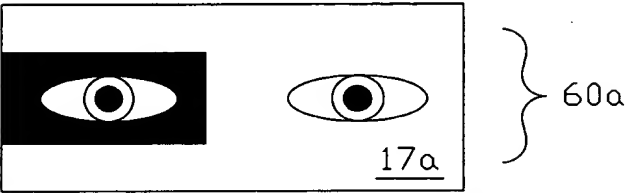


Fig. 4H

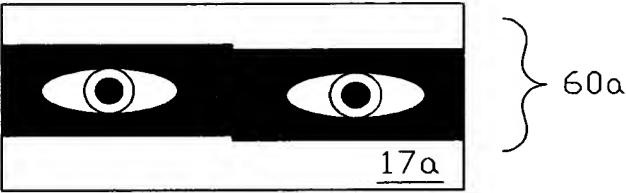


Fig. 4I

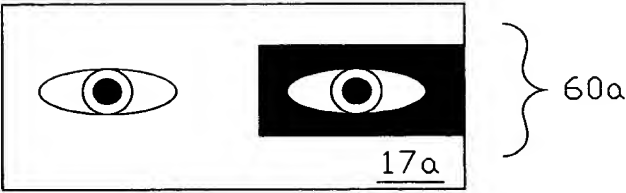
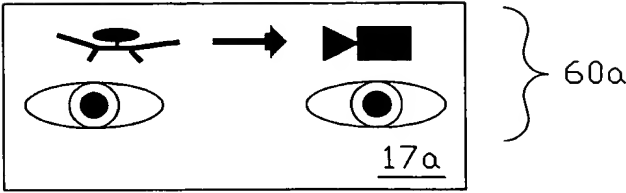


Fig. 4J



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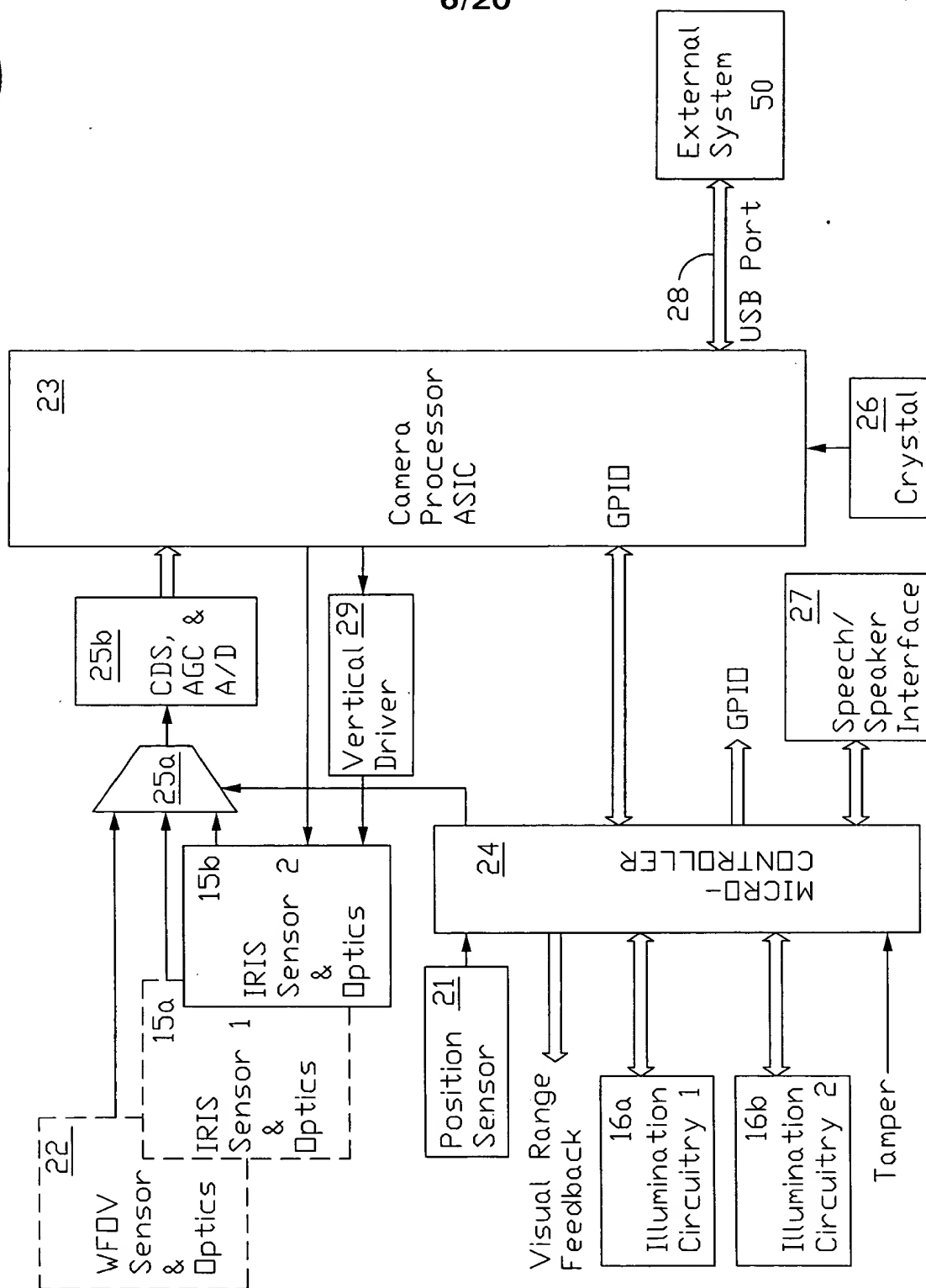


Fig. 5



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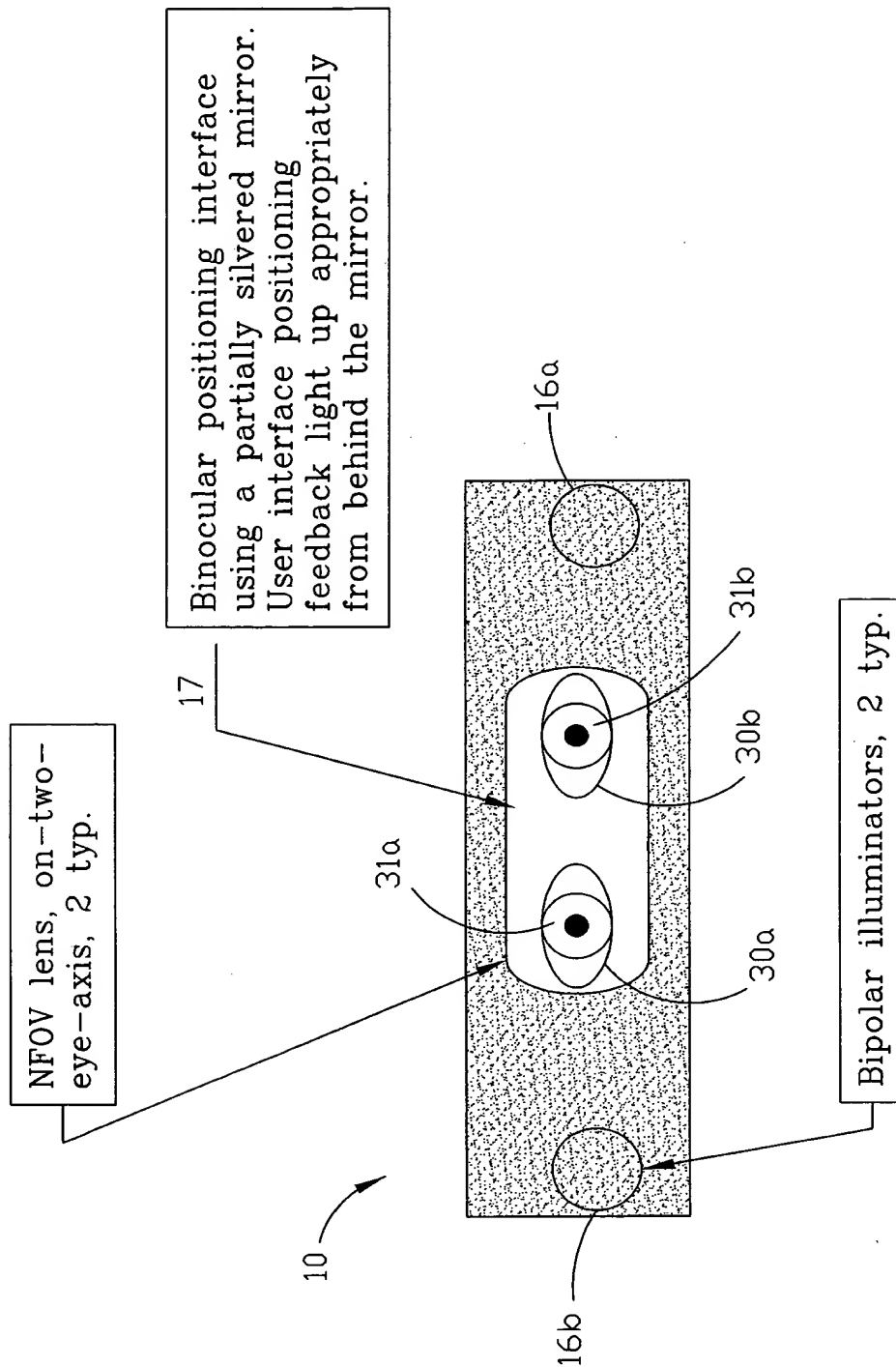


Fig. 6A



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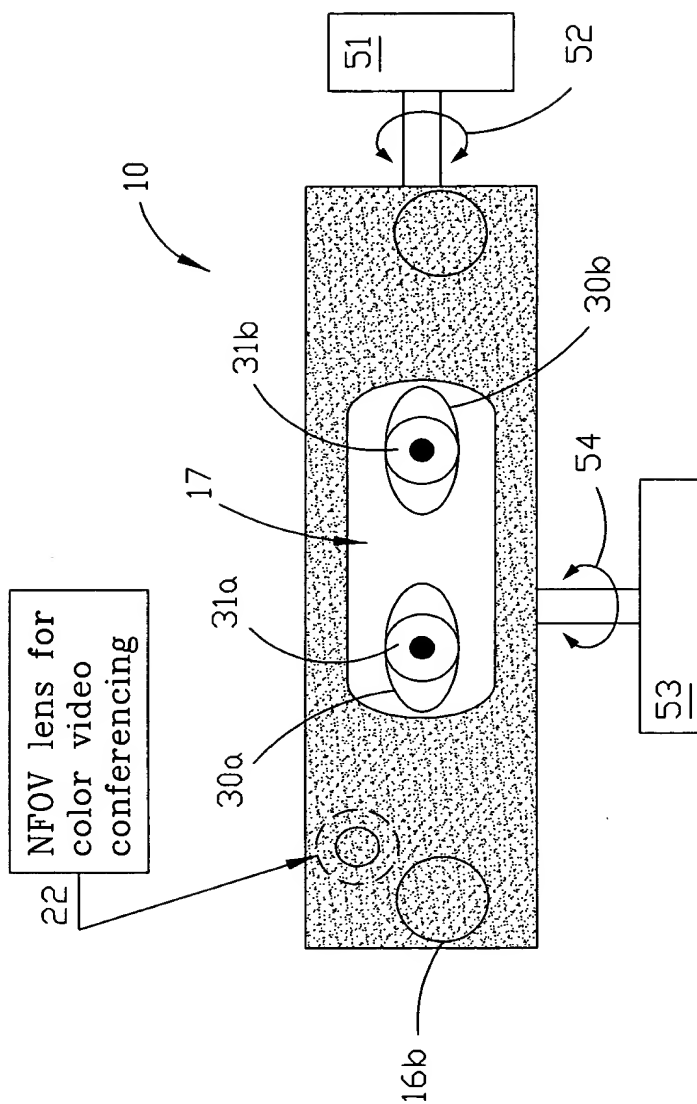


Fig. 6B



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Field of View of
 Iris Camera 1

Field of View of
 Iris Camera 2

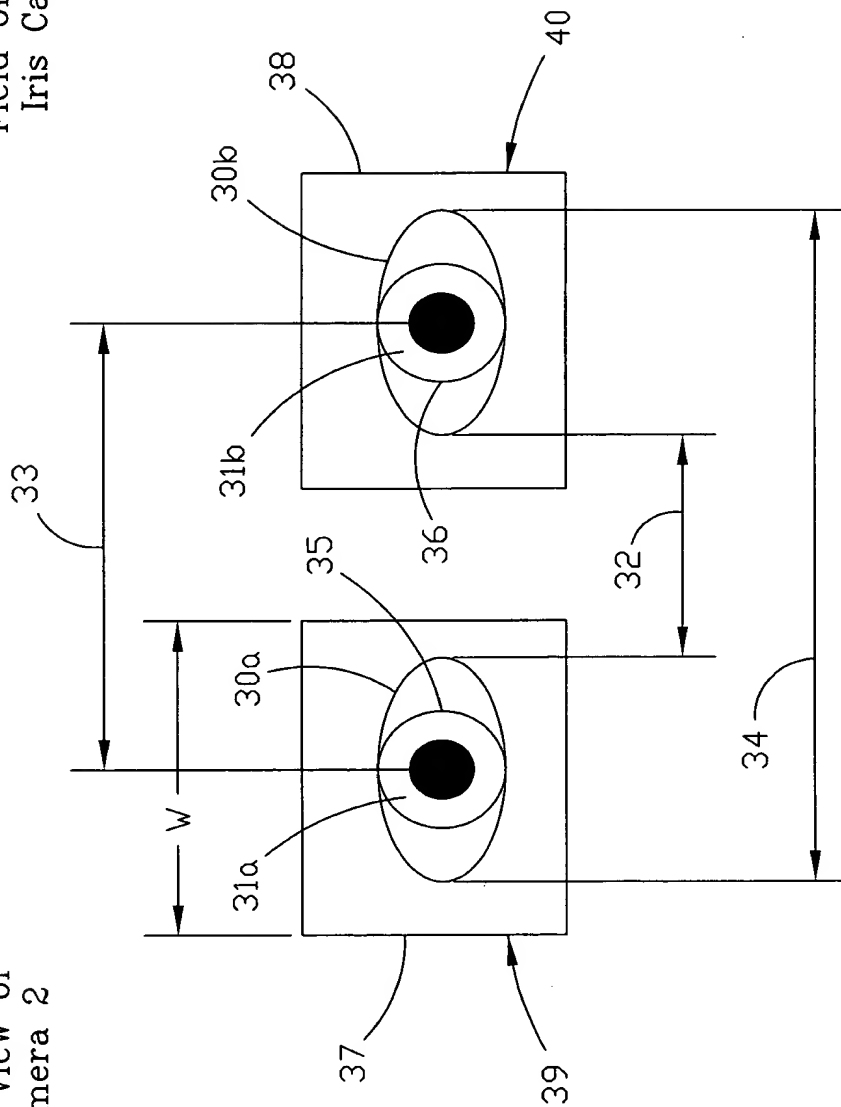
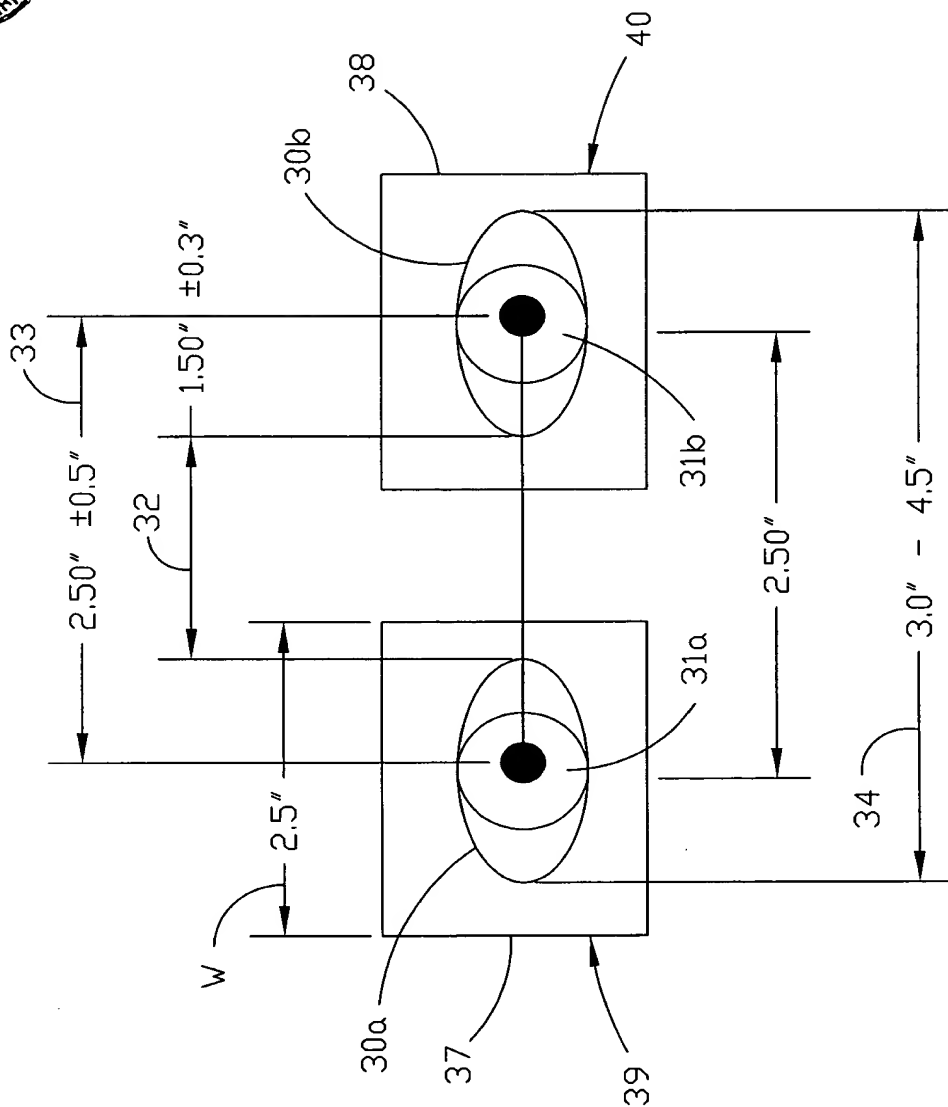


Fig. 7A



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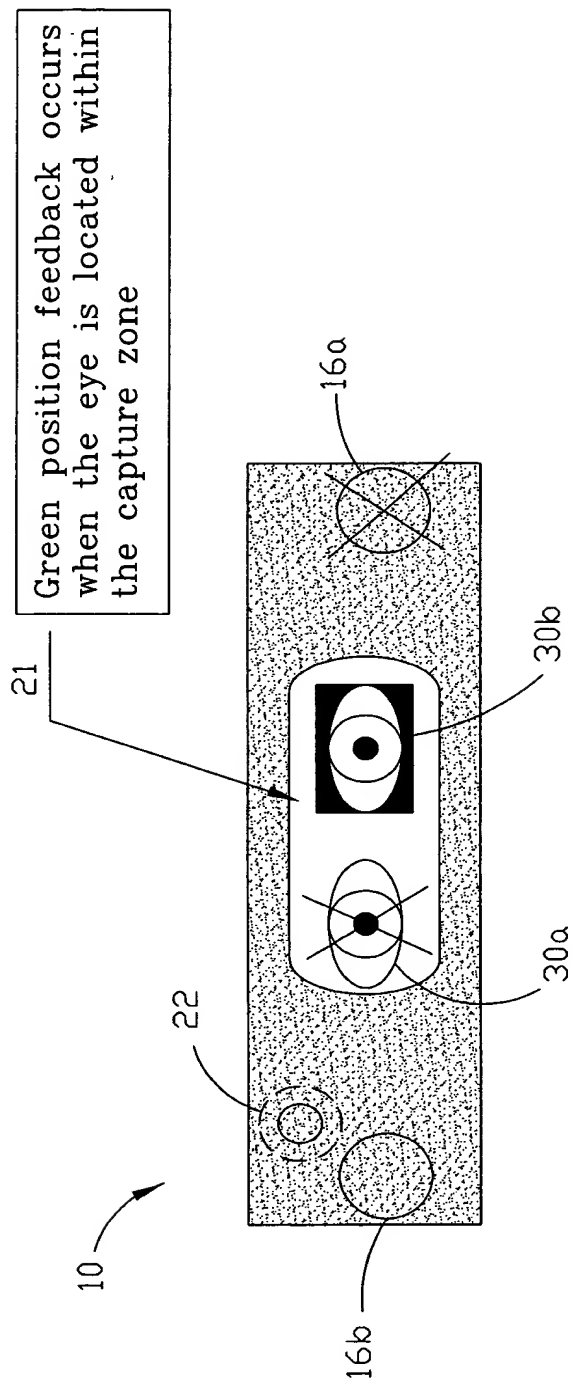


Eye geometry with two capture areas overlaid for each eye

Fig. 7B



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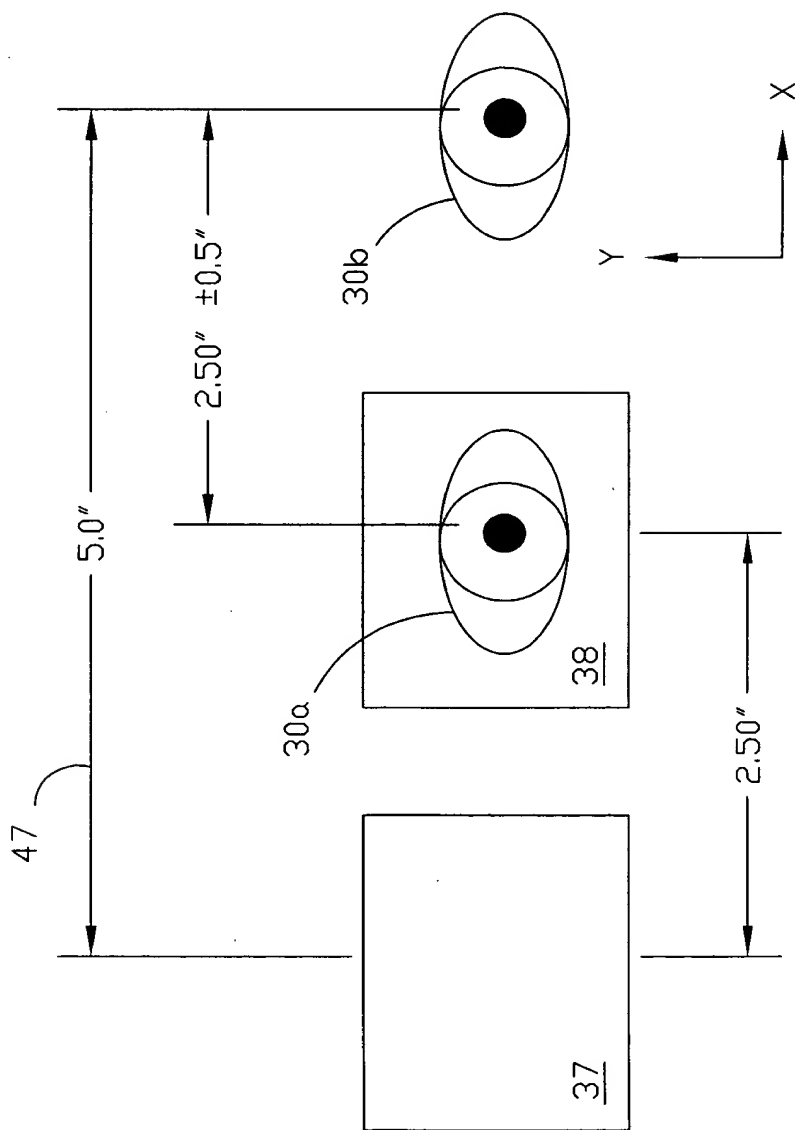
Green position feedback occurs
 when the eye is located within
 the capture zone

Moment of capture for the right eye.
 The right camera and the left illuminator is active.

Fig. 8



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A horizontally offset eye in an image capture situation

Fig. 9



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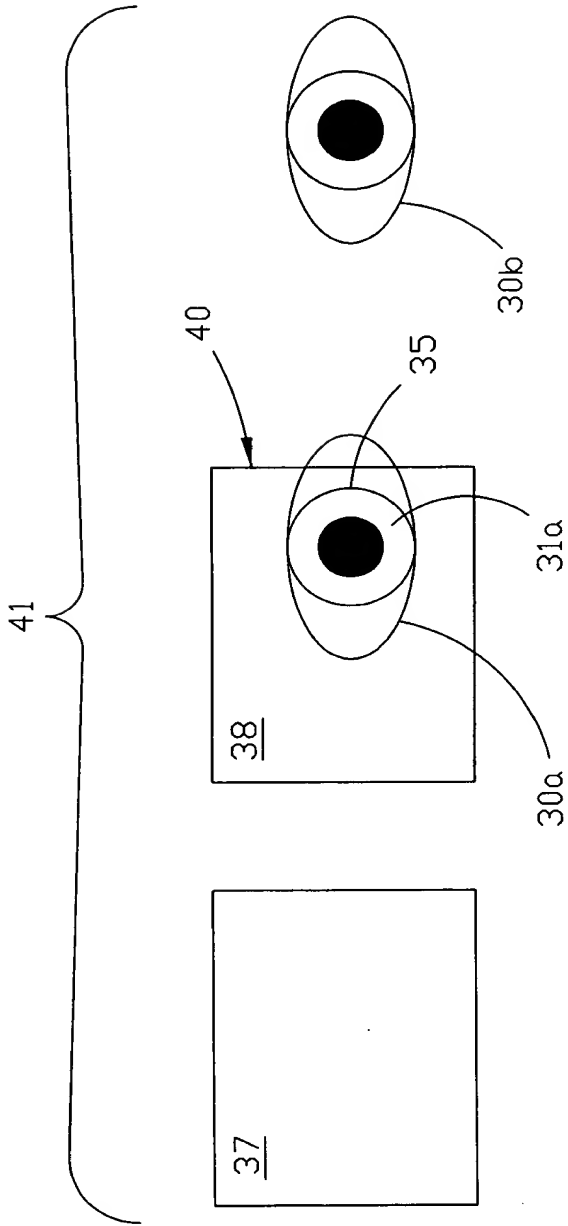


Fig. 10A



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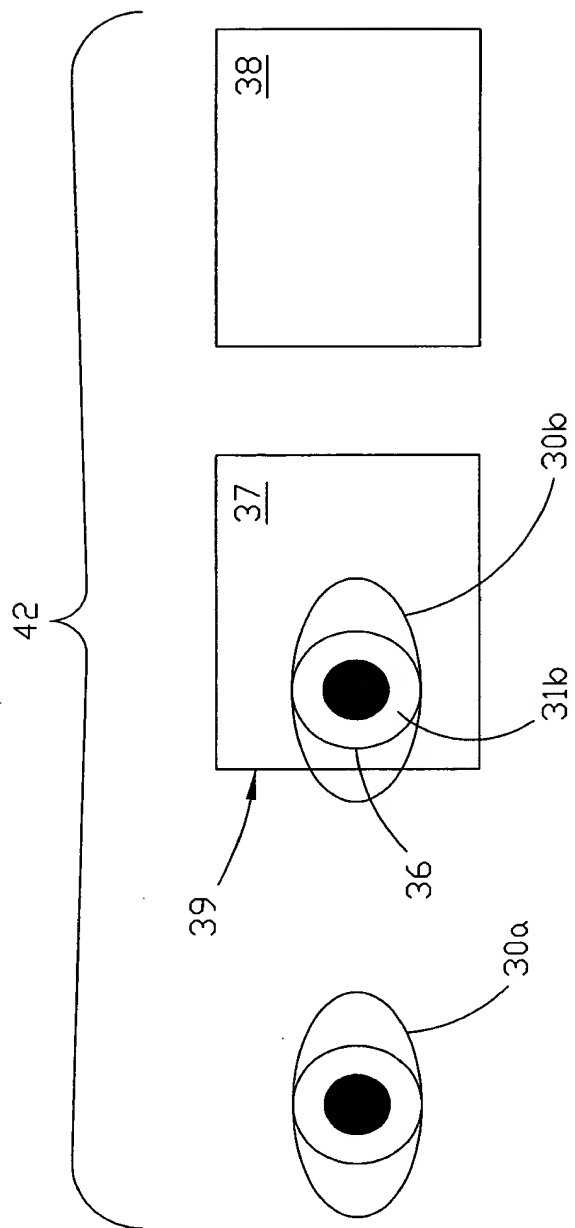
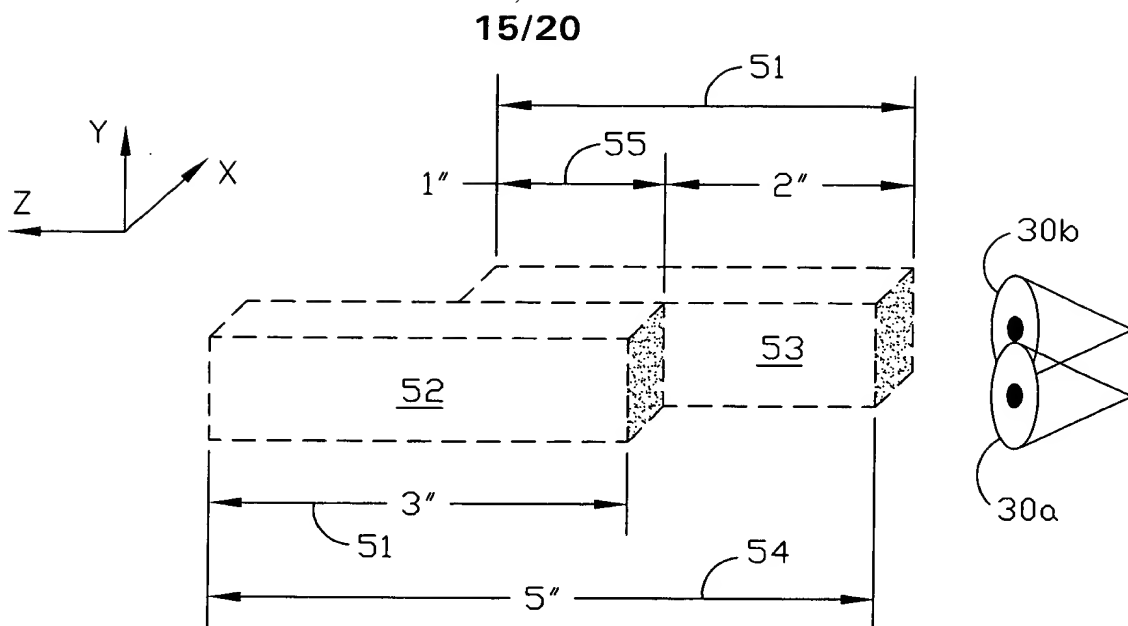
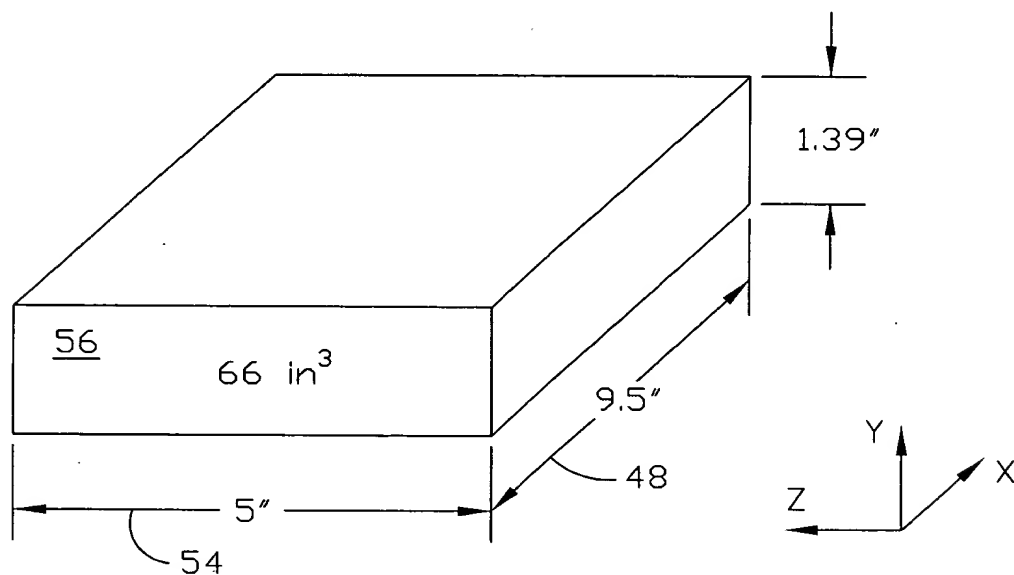


Fig. 10B



Two non-coincident object distances causing an apparent extension of the Depth of Field.

Fig. 11

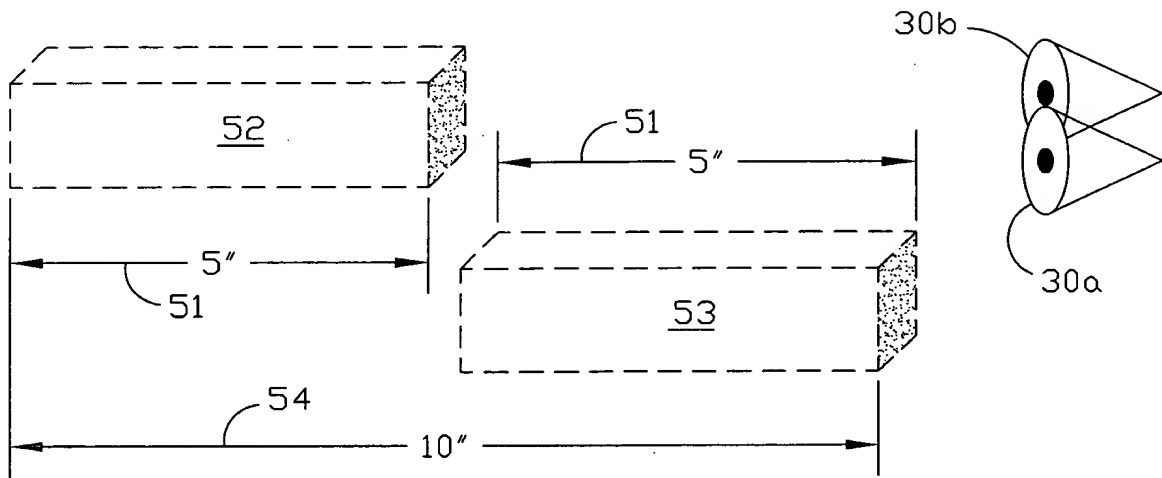


The apparent capture volume created by the capture volumes of Figure 11.

Fig. 12

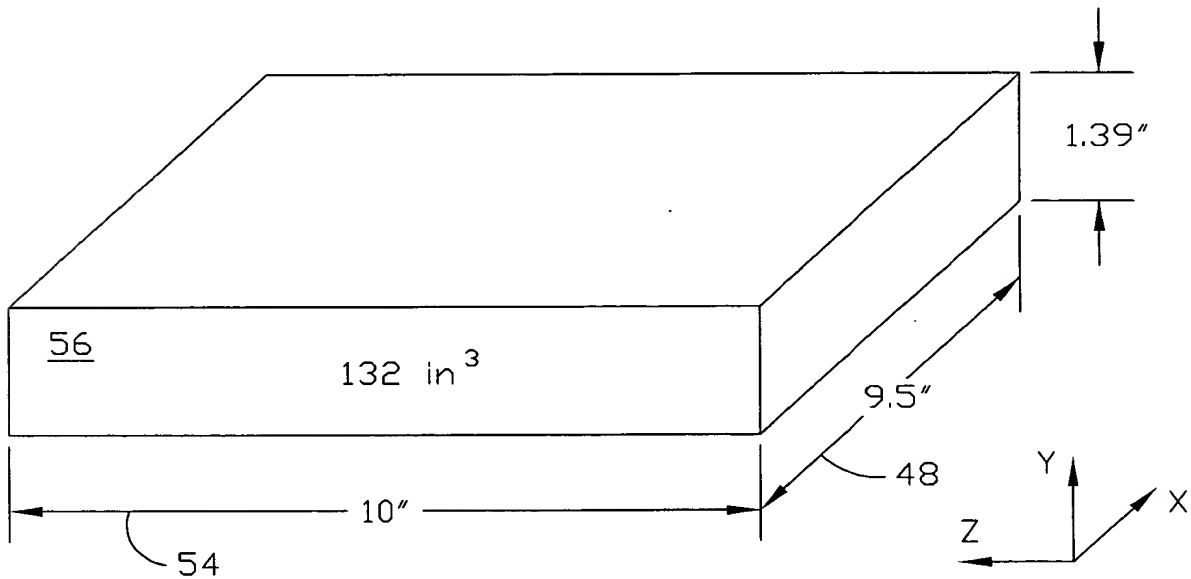


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Two non-coincident capture volumes generated by a higher F# from each lens.

Fig. 13



The apparent capture volume created by the capture volumes of Figure 13.

Fig. 14



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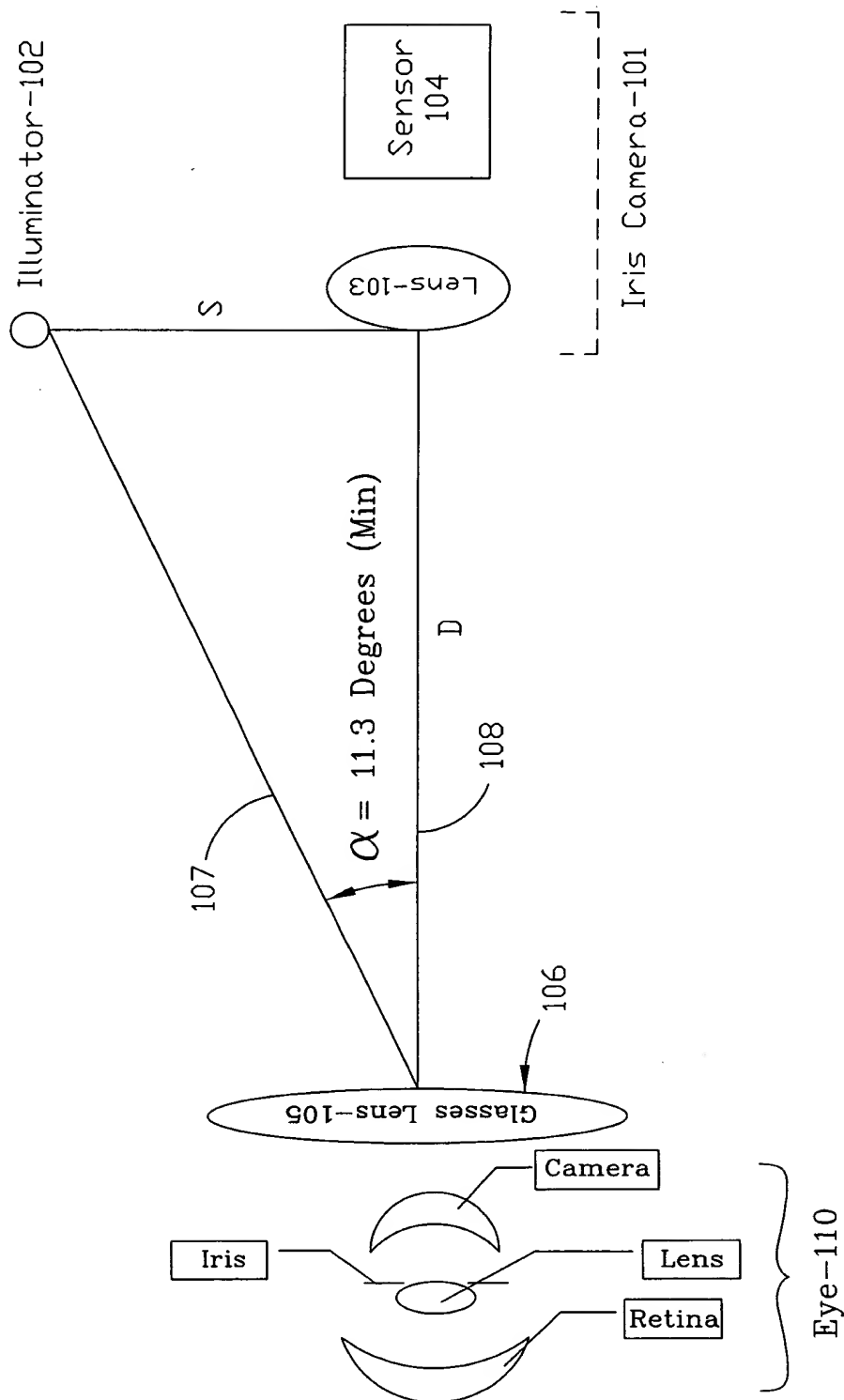
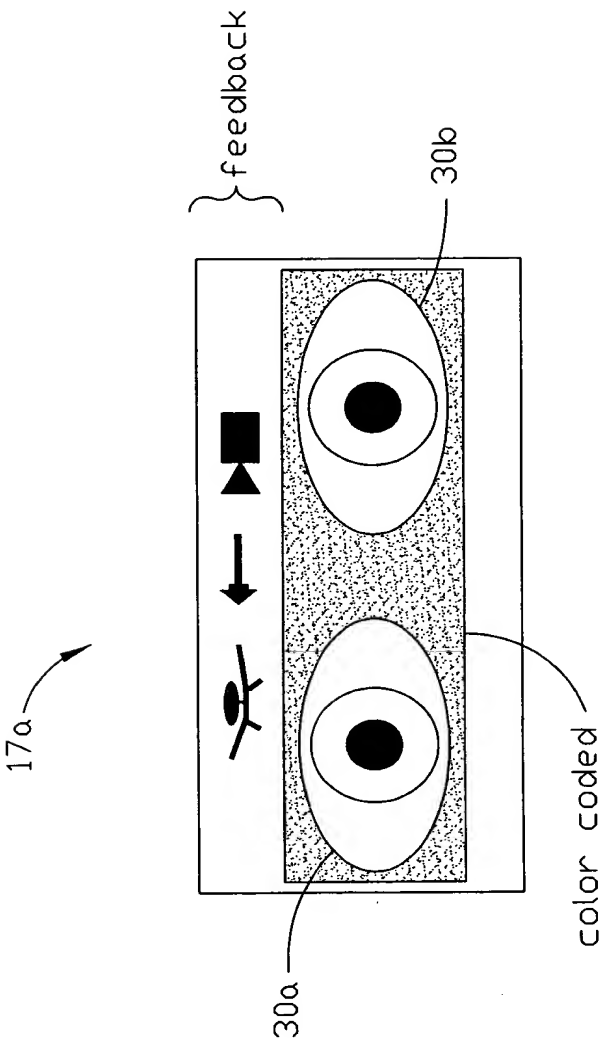


Fig. 15

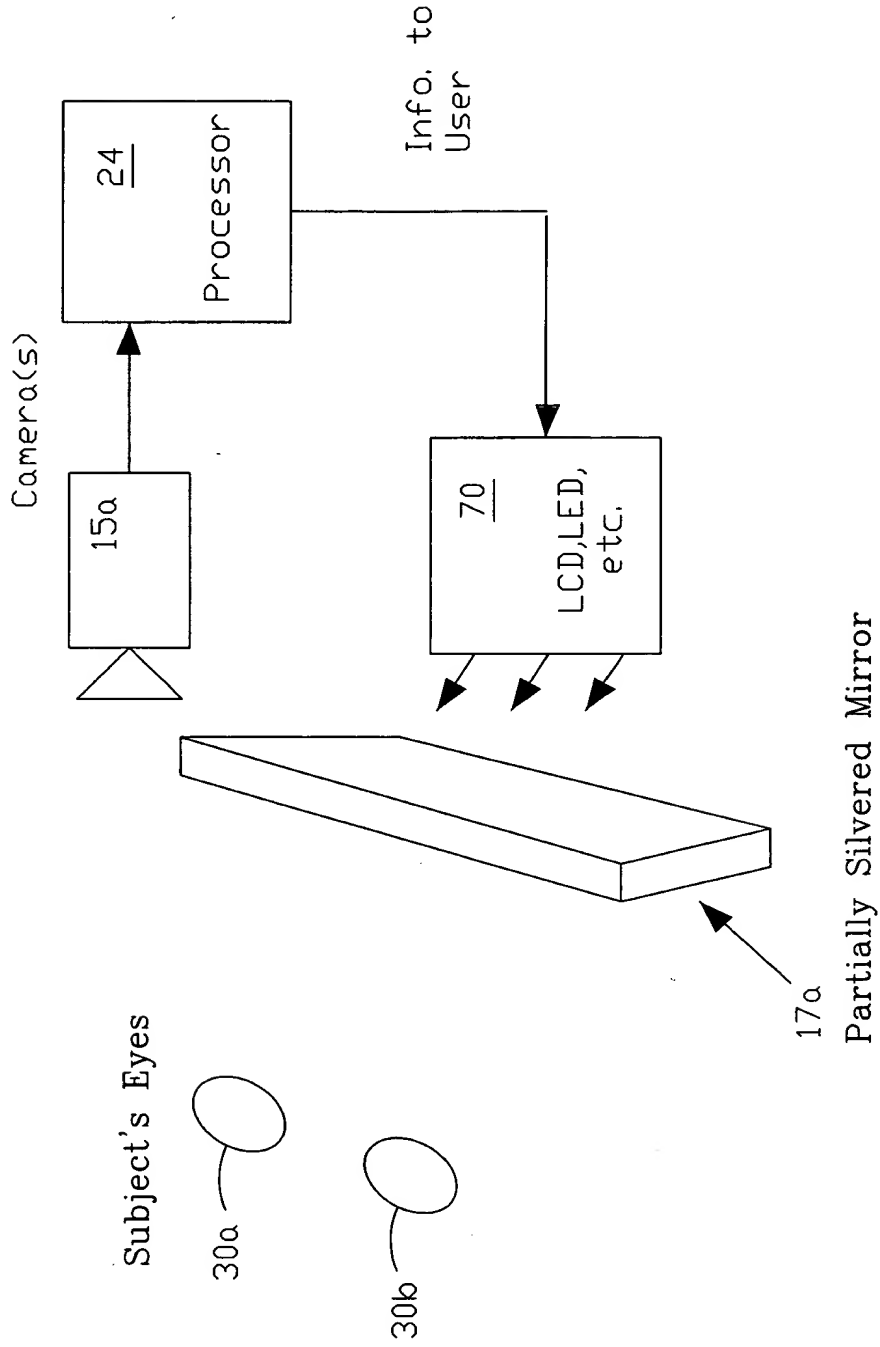


Partially Silvered Mirror Interface with feedback

Fig. 16



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Side view of interface showing backlit interface and subject's eyes

Fig. 17



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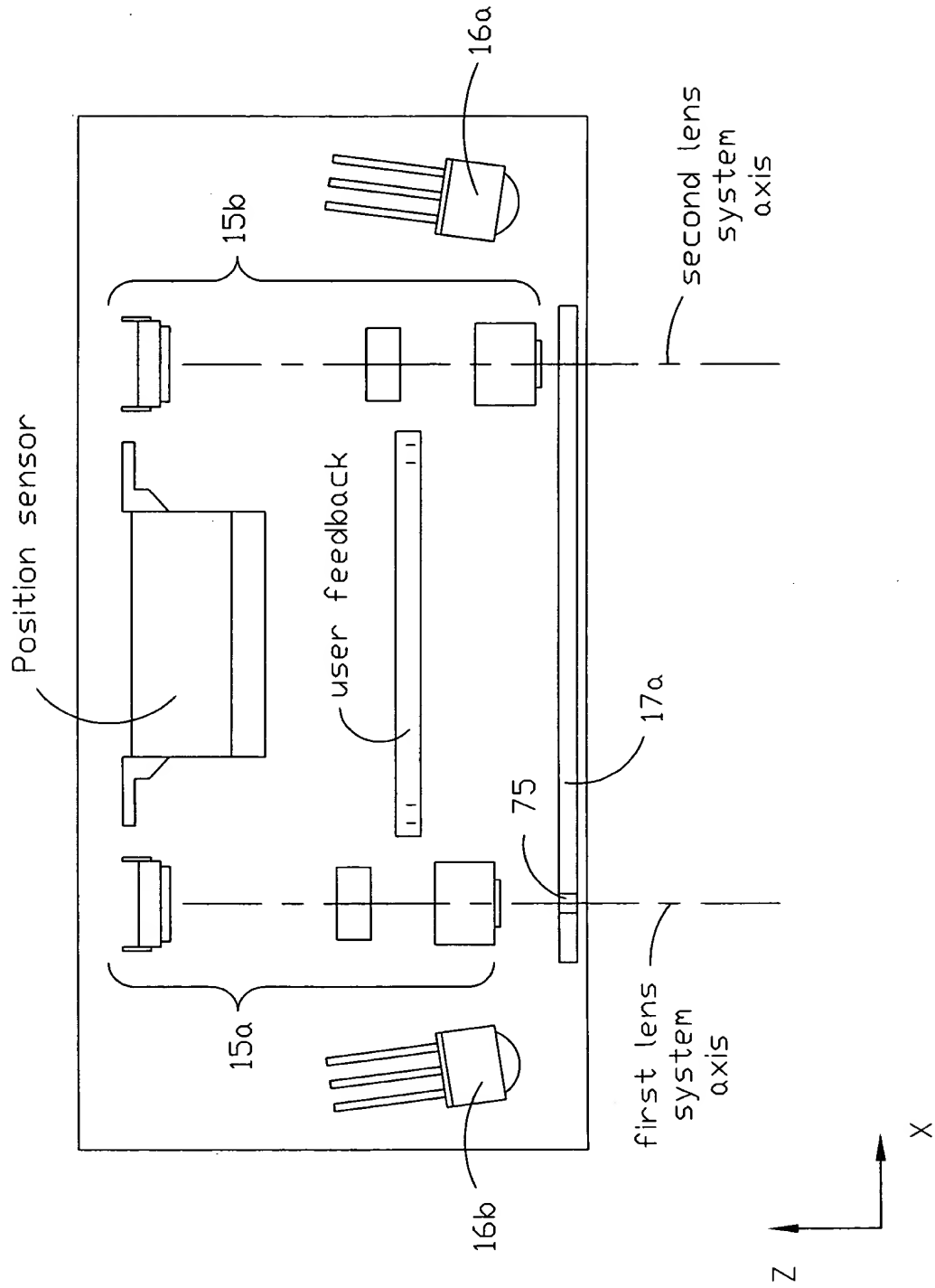


Fig. 18